



The AVECATA summer course

Ancient territories and Scenic Archaeology

The New Perspectives

To reconstruct past human achievements in their ecological and social milieus requires detailed analysis at the time of excavation and in the laboratory but also an investment on realistic and vivid re-experimentation of the contextual scenic settings of ancient performances. Well preserved (fossilized) ancient villages are “portals” to the Past, partly made accessible by a Micro-Archaeology with detailed attention to the remains and traces hidden in the fossilizing fine sediment matrices and on the microscopic fabric and surface of materials. Different contexts (ecological, rural, artisanal, consumptional, communicational, symbolic) have to be tested on working (performative and virtual) platforms. Scenic Archaeology reenacts the Past in multiple experiments in simulation to foster actively objectivity through the integration of multiple subjectivities where both researchers and citizens assume a shared role of creative **REPLAYING**.

In the **Avecata Transdisciplinary Summer Course** the participant will follow the adventure from dig to the recreation of an ancient village, taking both buried material evidence and the reference to the remote oral traditions still echoing in the memories of the communities.

Scenic Archaeology involves the reconstruction of ancient scenarios (constraining stages / substrates), actors (active eco-physiographic, vegetal, animal, human agents), props (tools) and performances (recurrent, ephemeral, historically-unique, symbolic, “acting”). The archaeological programme must approach these contexts with a scenic perspective in order **to provide replayable holistic functional entities**.

17 to 26 August, 2018 - (4th edition)
Ferreira do Zêzere - PORTUGAL



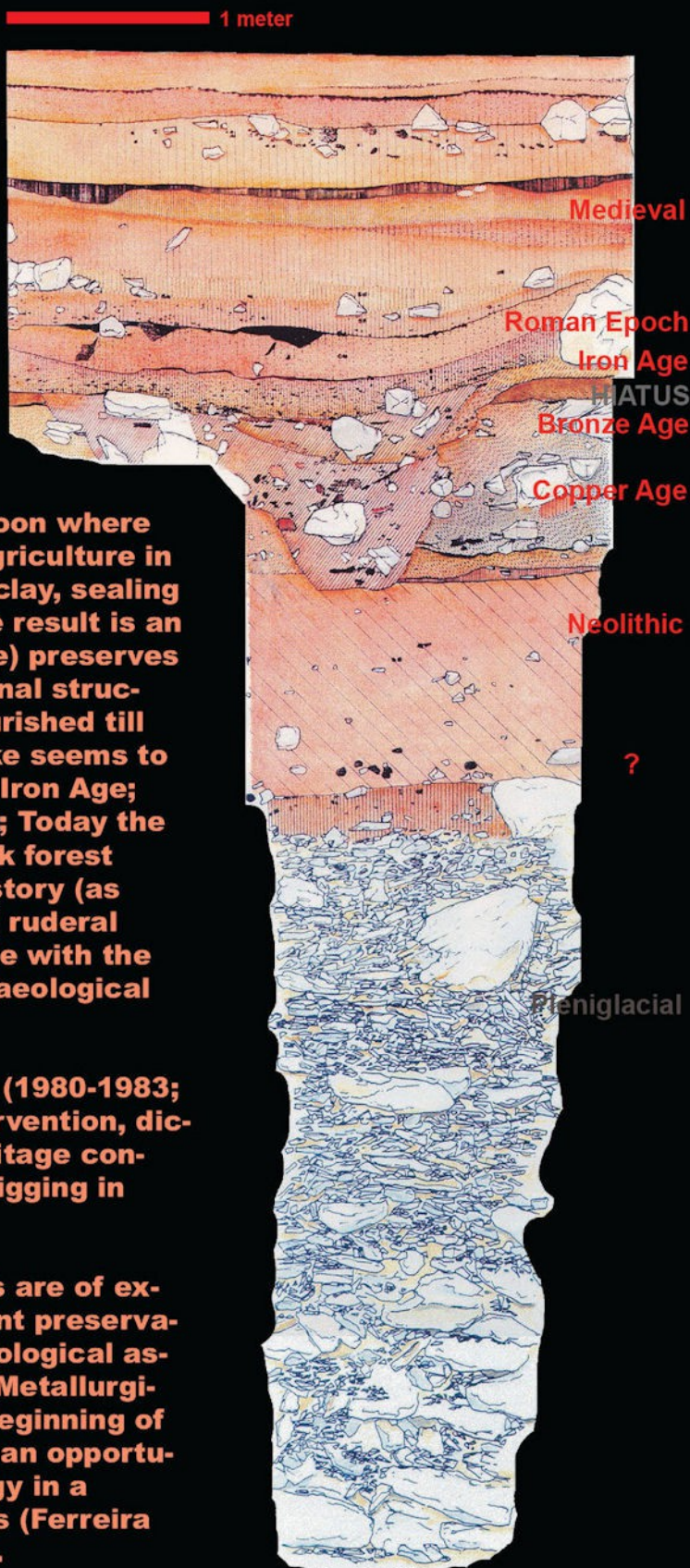
Some notes on the AVECASTA cave and ancient Village

We identified the Avecasta Cave as a Prehistoric site in 1979. Hundred thousand years ago it would be a void in the limestone massif, some 100 meters in diameter. The roof partly collapsed creating a chimney allowing sediments to infill and build a (40 meters-thick) deposit dominated by periglacial cryoclastic rubble. With the end of the Ice Age temperate climates brought forests to secure the soils outside.

The cave would then resemble a large saloon where man installed a village, since Neolithic. Agriculture in the surroundings provoked the infilling of clay, sealing successively the occupation horizons. The result is an unique site where the clay (as if lacustrine) preserves extraordinarily well the ancient occupational structures, remains and traces. The village flourished till the middle Bronze Age when an earthquake seems to have ended it. Occupation returned in the Iron Age; The Romans installed locally an iron forge; Today the cave is surrounded by a stratified holm oak forest (NATURA 2000 site) but during Late Prehistory (as shown by pollen) crop fields, pastures and ruderal prairies prevailed – a picture in accordance with the abundant domestic fauna from these archaeological horizons.

We directed the excavation in two phases (1980-1983; 1996-2002), the last one as a salvage-intervention, dictating (our proposal) the formal public-heritage conservation statute in 2012. We regain the digging in 2017.

Avecasta Copper / Bronze Age settlements are of extraordinary importance due to the excellent preservation of their structures, artefactual and biological assemblages and geo-bio-chemistry traces. Metallurgical structures are omnipresent from the beginning of the Chalcolithic to Middle Ages, providing an opportunity for studying the evolution of metallurgy in a region traditionally associated with smiths (Ferreira do Zêzere means Ironsmith of the Zêzere).



Stratigraphical profile N

THE AVECATA SUMMER COURSE 6 seminars:

I - Ancient territories, eco-physiographies and raw-material provenances

- 1) José Mateus and Paula Queiroz - Guided visit to the Avecasta archaeological site
- 2) Adriano Germano - Geology and Geomorphology of the Avecasta Karstic Landscape
- 3) José Mateus and Paula Queiroz - Ancient Territories under a Systems Ecology Approach (Regional Palaeoecology With Humans)
- 4) Patrícia Jordão - Lithic provenance analysis: raw-materials; methods; questions; case studies.
- 5) João Caninas, Carlos Neto de Carvalho and Pedro Baptista - Tracking the provenance of the building materials from Cabeço da Anta megalithic tomb (Proença-a-Nova, Central Portugal): a Least-Cost Analysis based approach.

II - From Archaeology digging to registration, virtual simulation and videogames

- 6) José Mateus - A new scenic paradigm for Archaeology
- 7) José Mateus - The challenges of digging occupation-surfaces and of decoding dwelling and artisanal gestures and activities (the micro-archaeology approach)
- 8) António Ventura and Gonçalo de Figueiredo - Archaeology and photography
- 9) José Mateus and Paula Queiroz - From photogrammetry to interactive virtual scenography - The virtualization pipeline (3D, simulation, full interactive scenics (videogames))
- 10) José Mateus and Paula Queiroz - The paradigms of 3D modelling of surfaces, structures and artefacts (point clouds, parametric meshes, edited meshes, organic clay-like sculpturing and retopologizing, flux)
- 11) José Mateus and Paula Queiroz - An introduction to the UNREAL (Epic) engine and its use for Scenic Archaeology
- 12) José Mateus, Paula Queiroz, Adriano Germano - Photogrammetry; 3D modelling of an occupation-surface; interactive virtualization

III - Ancient territories, ancient vegetation and ruralities

- 13) José Mateus and Paula Queiroz - The present-day flora, vegetation and habitats of the Avecasta region in the context of Holocene Landscape Evolution
- 14) José Mateus - The cave-settlement as a landscape (fossilization) sink for ancient soils, natural (phyto & zoo) thanatocoenosis, and plant aura reflections
- 15) Paula Queiroz - The challenges of Palynology on a cave-settlement - Exploring a diversified palette of palaeo-territorial information source pools
- 16) Ginevra Coradeschi - Multidisciplinary approach to study archaeological wood and charcoal: two different case studies

IV - Fire technologies and performances of metal work and pottery

- 17) Massimo Beltrame - Archaeometric investigation of ancient ceramics - Analytical methods; clay sources; archaeo-technologies and uses; a case-study
- 18) José Mateus - The Avecasta - the archaeo-metallurgic sub-programme (furnace pits, casting moulds, bone tools, slags, artefacts)
- 19) Jorge Carvalho - Reenactment staging designs for ancient metallurgy

V - Archaeology and Biological Anthropology Challenges on Cave Necropolis

- 20) Claudia Relvado - Biological anthropology and human pathology - Overviews and perspectives
- 21) Ana Rosa Cruz - Archaeology of the karstic necropolis of the Nabão River Basin
- 22) Pedro Mendes - Hypogea, artificial caves, semi-natural, and natural caves - Rock enclosures for Life and Death

VI - The challenges of a Scenic Site-Museography

- 23) José Mateus - Scenic Archaeology with Performative Humans - The forgotten challenge of the archaeological performance stage (designing a Western European Bronze-Age aedo / bard)
- 24) Domingos Morais - Oral traditions and ethno-performances - Between truth and false, when the body try to learn archaeological knowledge
- 25) Jorge Carvalho - Monuments and ancient performance recreation - Methods, knowledge and study cases
- 26) Carlos Carvalheiro - Reviving drama in ancient sites



Working Scheme

The course will be held at the Avecasta Cave during a new excavation campaign. Participants (students) will follow a theoretical and practical training along 6 seminars which involve conference talks, guided visits (field, lab and cabinet), workshops (with “hands-on” experiences on hardware and software), and guided excavation practices. In general the theoretical classes will take place in the afternoon sessions; the practices in the morning. During the last weekend participants will join the **AVECASTA OPEN DAY** where multiple cultural events will take place in the cave and its surroundings.

Logistics

The participants will be staying in the small town of Ferreira do Zêzere (near Avecasta) in dormitory-style bedrooms with access to adequate hot shower cabinets. 4 meals will be served (at CRIFZ - breakfast & dinner; at AMBESA (Areias Social Centre) - lunch; at Avecasta cave - tea-time break). Transports between the town and the cave will be assured in vans.

Price (course fee)

560 € (includes course plus all meals, accommodation and local transport)

E-mail Contact: doubleureplay@gmail.com



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Região do Zêzere

Mostra Ferreira do Zêzere ao mundo

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FERREIRA
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Double-u Replay

coordination: José Mateus and Paula Queiroz

